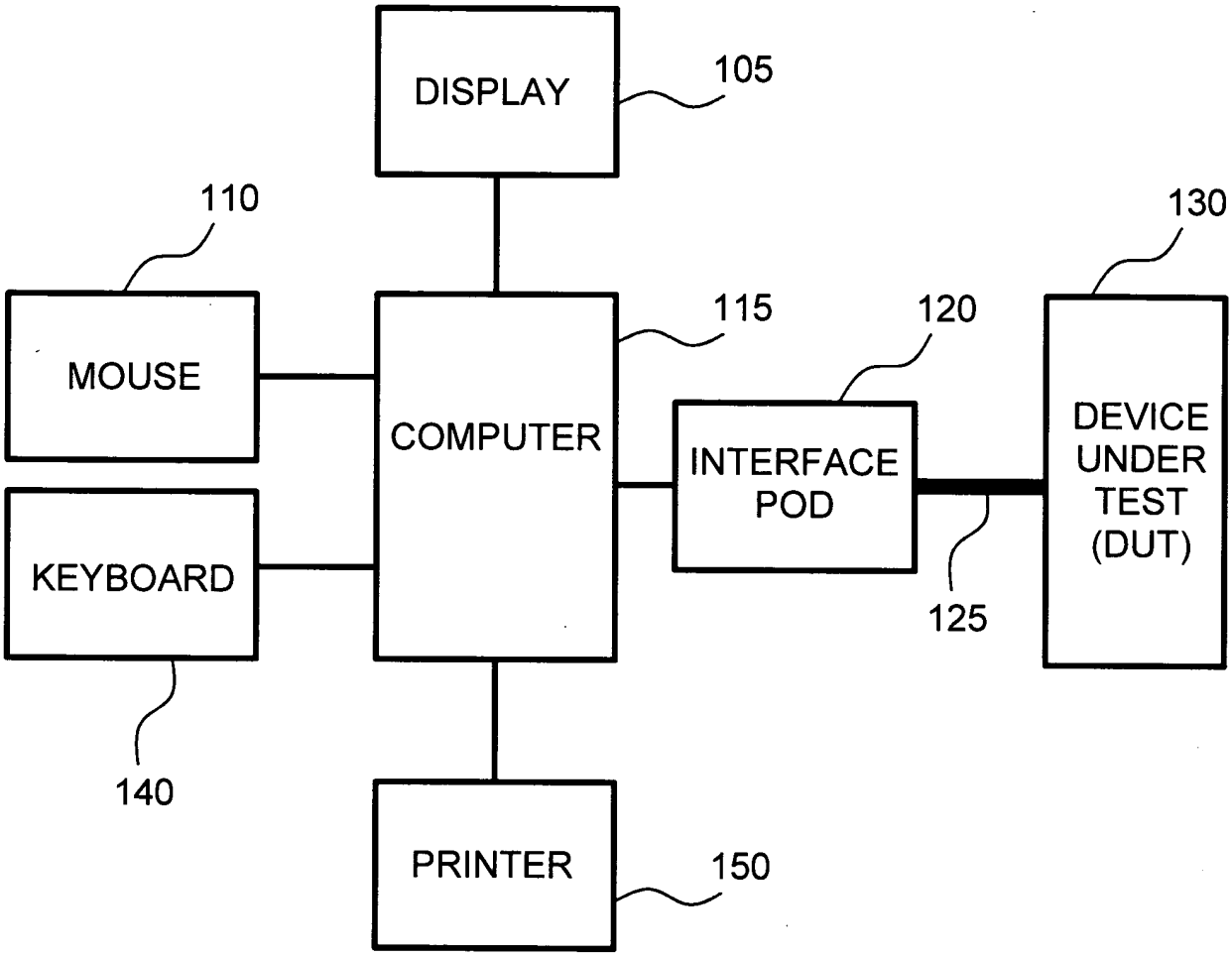

DISPLAY
105
110
130
MOUSE
115
120
COMPUTER
INTERFACE POD
DEVICE UNDER TEST (DUT)
KEYBOARD
125
140
PRINTER
150

FIG. 1

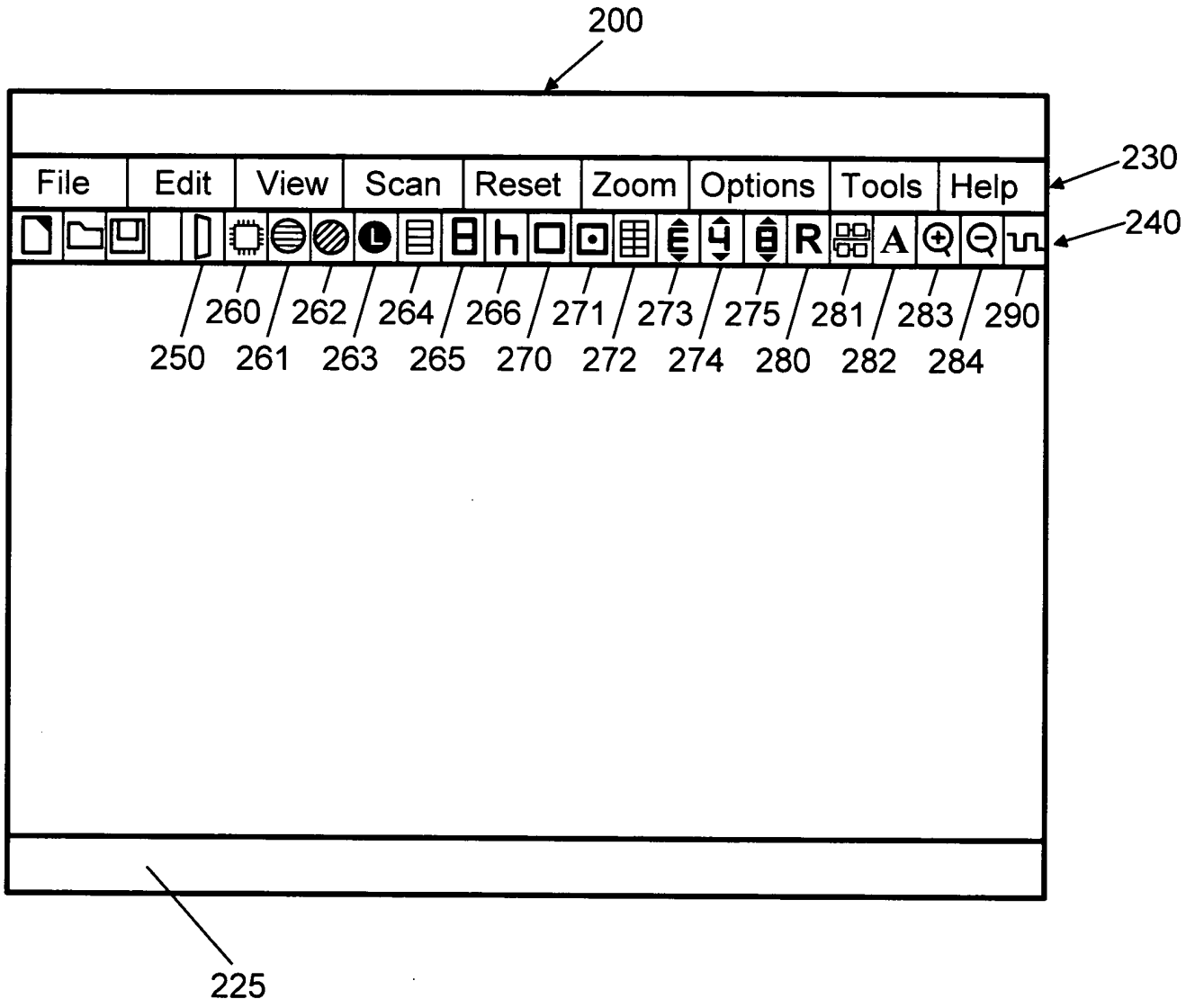

200
File
Edit
View
Scan
Reset
Zoom
Options
Tools
Help
230
240
250
260
261
262
263
264
265
266
270
271
272
273
274
275
280
281
282
283
284
290
225

FIG. 2

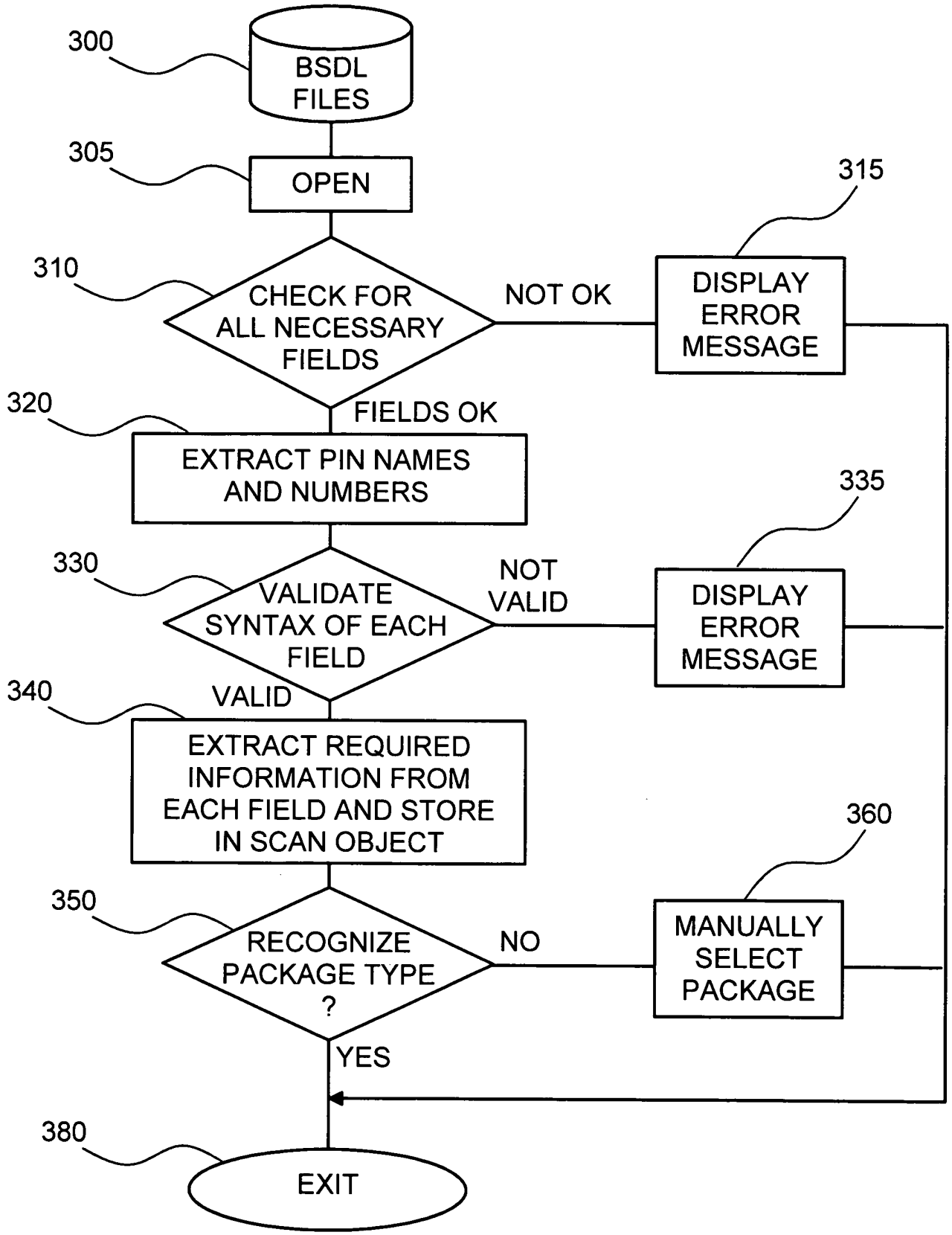

300
BSDL FILES
305
OPEN
310
CHECK FOR ALL NECESSARY FIELDS
NOT OK
315
DISPLAY ERROR MESSAGE
FIELDS OK
320
EXTRACT PIN NAMES AND NUMBERS
330
VALIDATE SYNTAX OF EACH FIELD
NOT VALID
335
DISPLAY ERROR MESSAGE
VALID
340
EXTRACT REQUIRED INFORMATION FROM EACH FIELD AND STORE IN SCAN OBJECT
350
RECOGNIZE PACKAGE TYPE ?
NO
360
MANUALLY SELECT PACKAGE
YES
380
EXIT

FIG. 3

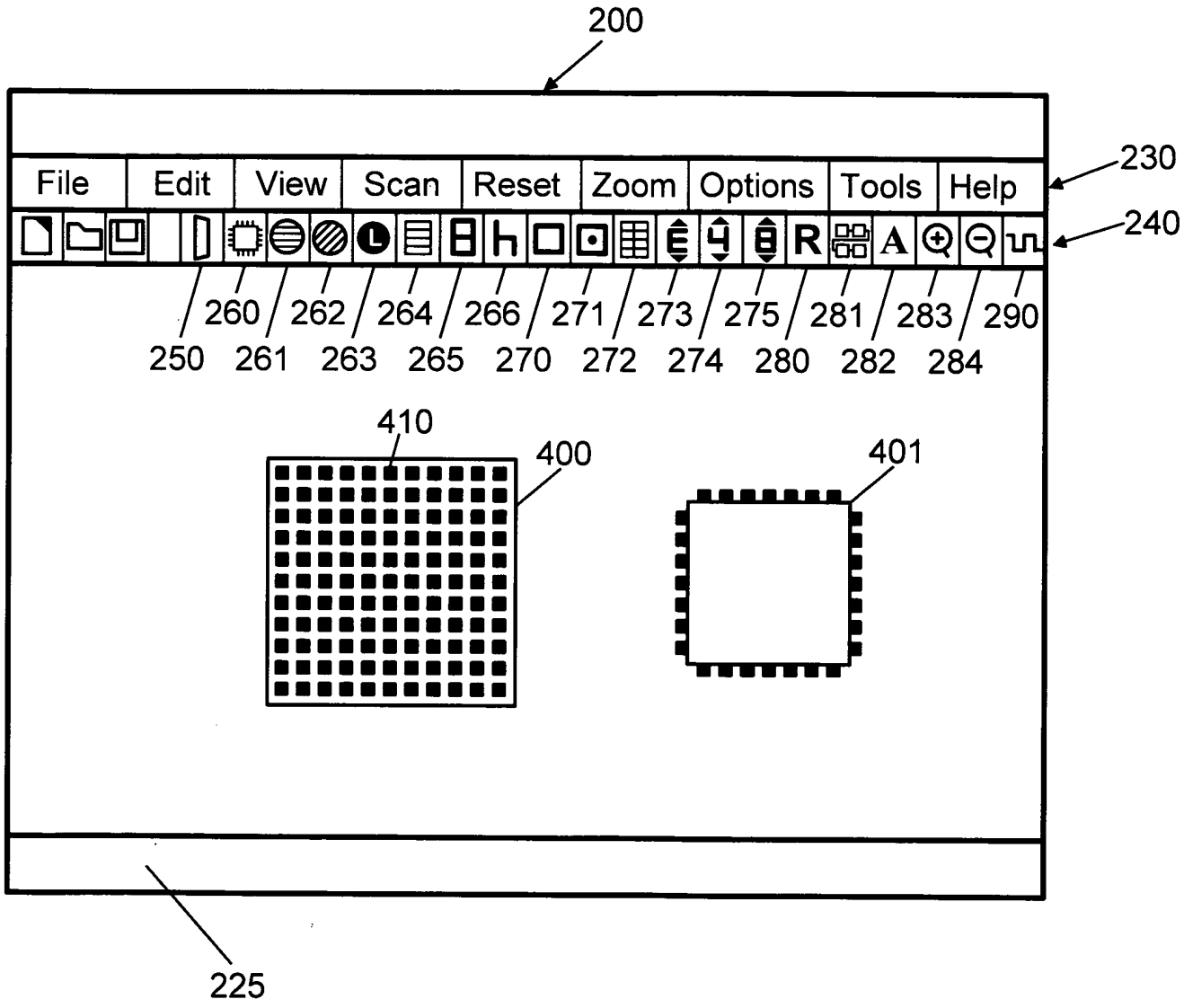

200
File
Edit
View
Scan
Reset
Zoom
Options
Tools
Help
230
240
250
260
261
262
263
264
265
266
270
271
272
273
274
275
280
281
282
283
284
290
410
400
401
225

FIG. 4

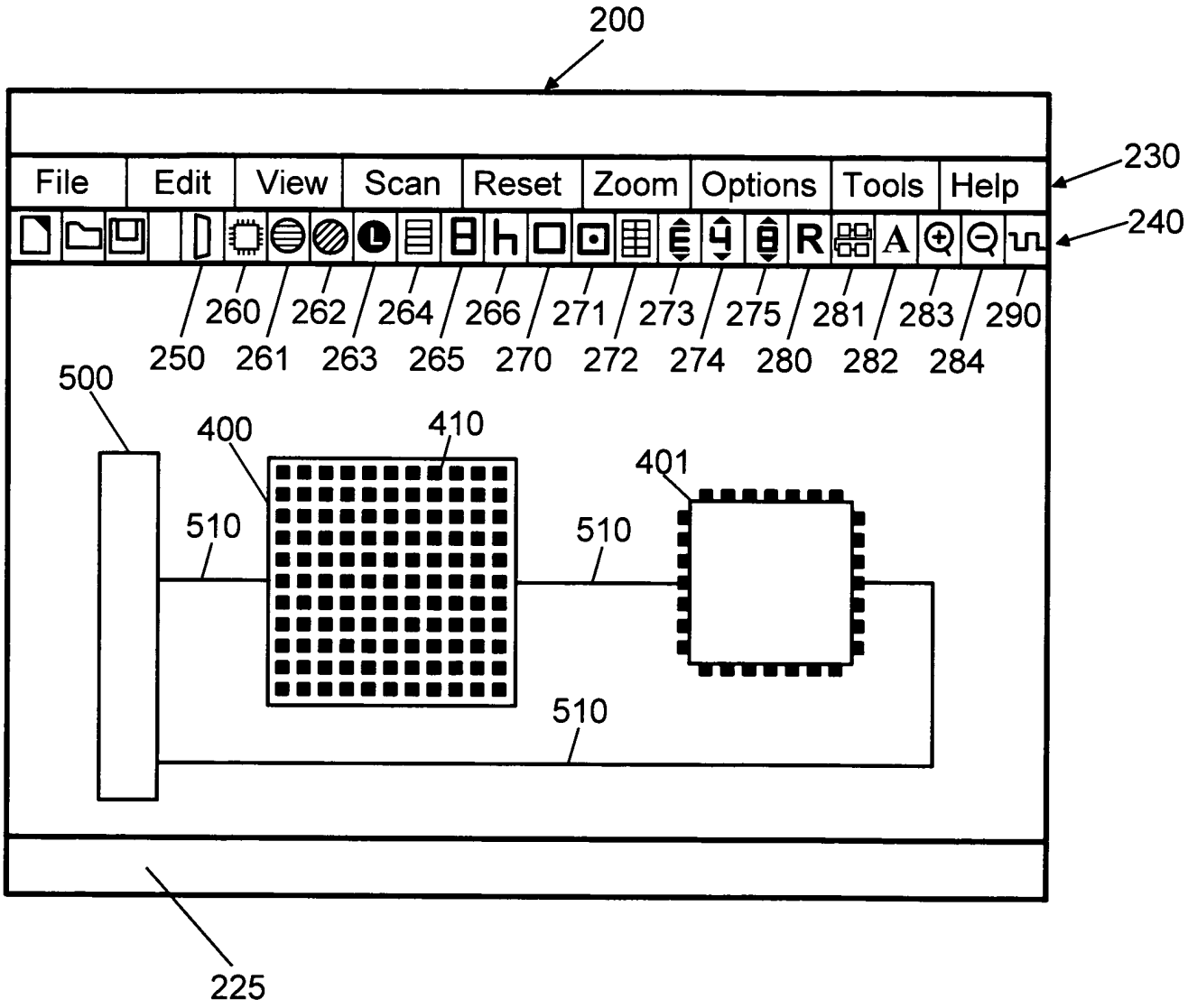

200
File
Edit
View
Scan
Reset
Zoom
Options
Tools
Help
230
240
250
260
261
262
263
264
265
266
270
271
272
273
274
275
280
281
282
283
284
290
500
400
410
401
510
510
510
225

FIG. 5

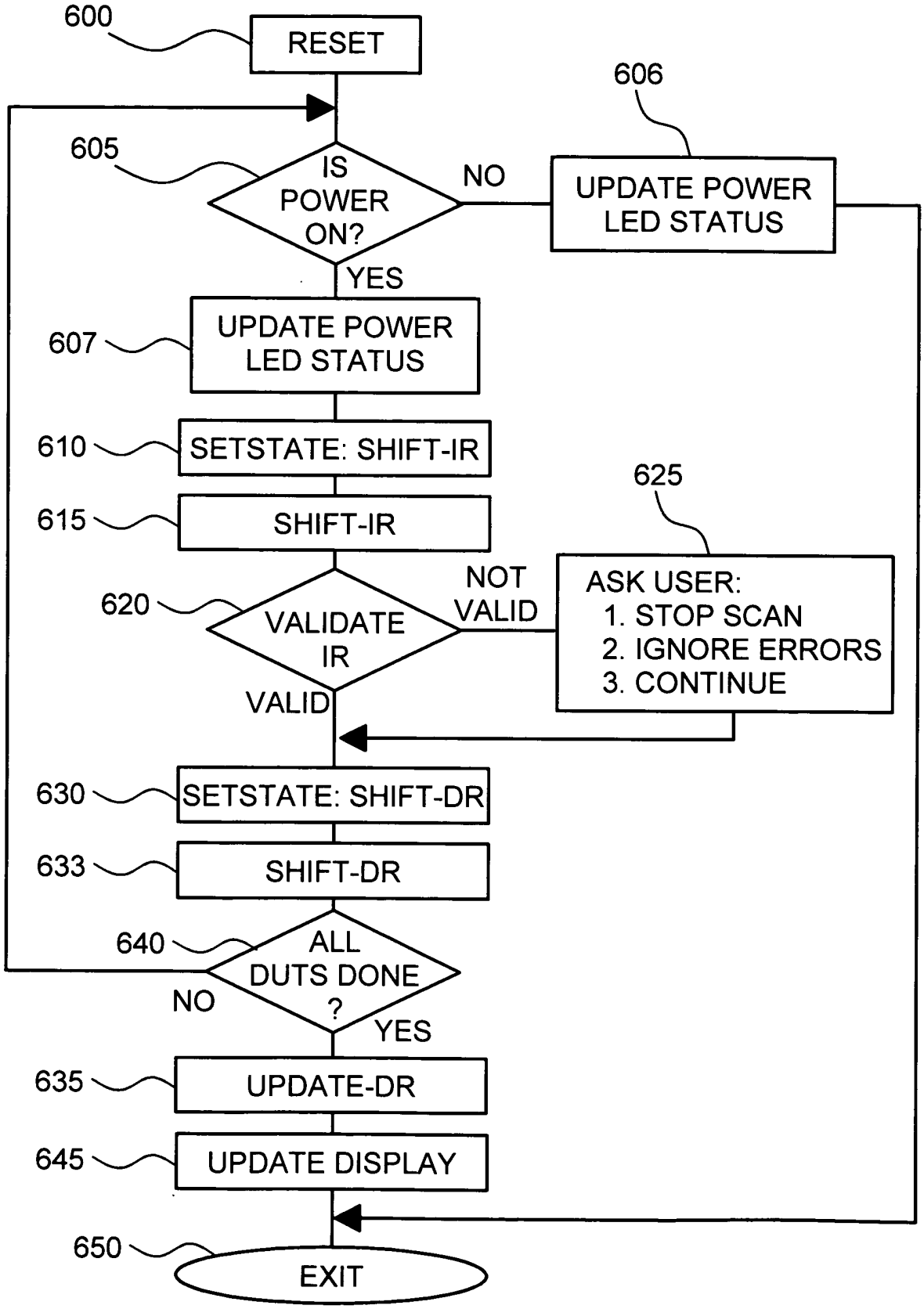
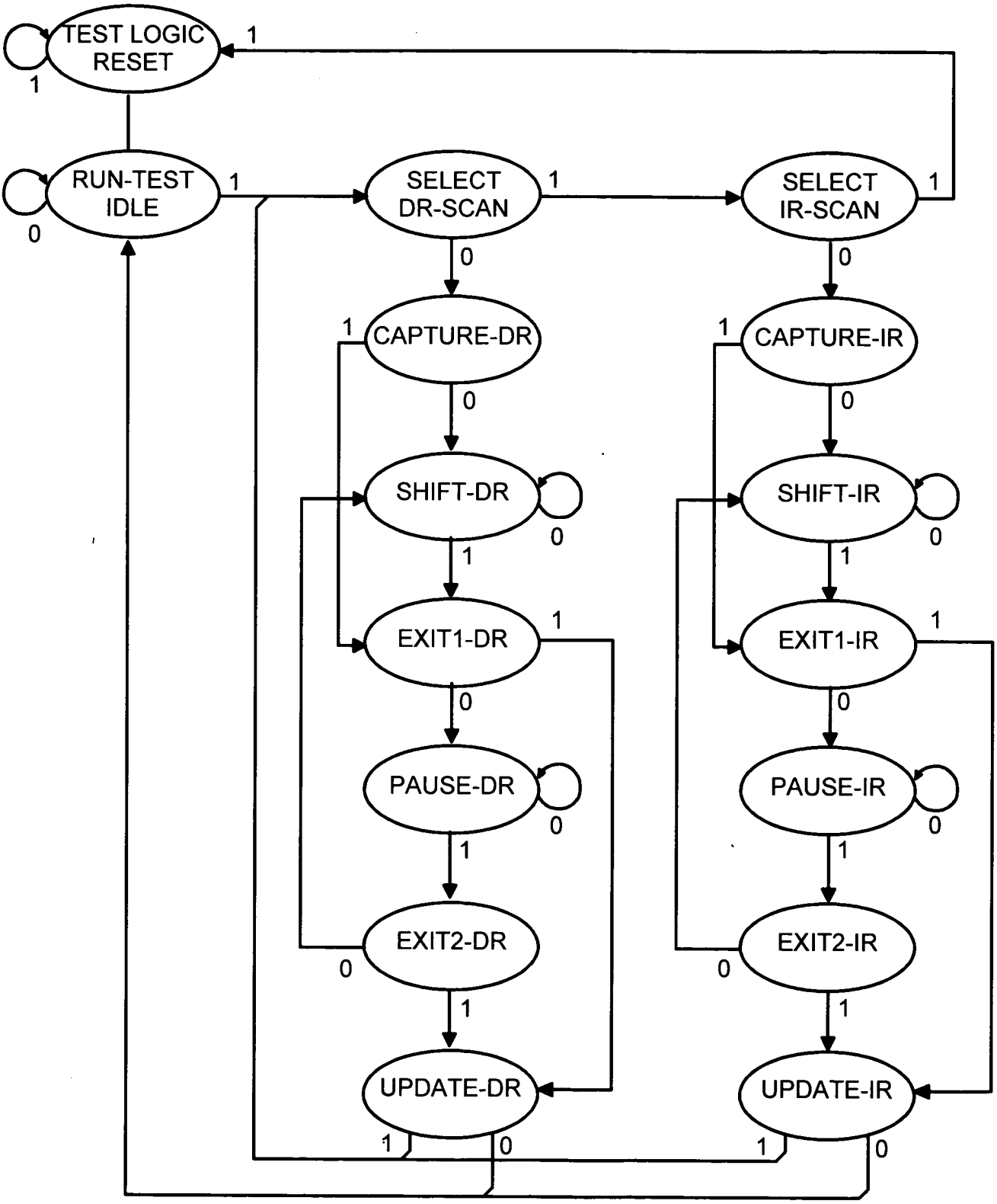

600
RESET
606
605
IS POWER ON?
NO
UPDATE POWER LED STATUS
YES
607
UPDATE POWER LED STATUS
610
SETSTATE: SHIFT-IR
625
615
SHIFT-IR
620
VALIDATE IR
NOT VALID
ASK USER:
1. STOP SCAN
2. IGNORE ERRORS
3. CONTINUE
VALID
630
SETSTATE: SHIFT-DR
633
SHIFT-DR
640
ALL DUTS DONE ?
NO
YES
635
UPDATE-DR
645
UPDATE DISPLAY
650
EXIT

FIG. 6



(PRIOR ART)
FIG. 7

```
static int Reset_Reset[]        = { 1, -1 } ;
static int Reset_Idle[]         = { 0, -1 } ;
static int Reset_SelectDR[]     = { 0,  1 , -1 } ;
static int Reset_CaptureDR[]    = { 0,  1 ,  0 , -1 } ;
static int Reset_ShiftDR[]      = { 0,  1 ,  0 ,  0 , -1 } ;
static int Reset_Exit1DR[]      = { 0,  1 ,  0 ,  1 , -1 } ;
static int Reset_PauseDR[]      = { 0,  1 ,  0 ,  1 ,  0 , -1 } ;
static int Reset_Exit2DR[]      = { 0,  1 ,  0 ,  1 ,  0 ,  1 , -1 } ;
static int Reset_UpdateDR[]     = { 0,  1 ,  0 ,  1 ,  1 , -1 } ;
static int Reset_SelectIR[]     = { 0,  1 ,  1 , -1 } ;
static int Reset_CaptureIR[]    = { 0,  1 ,  1 ,  0 , -1 } ;
static int Reset_ShiftIR[]      = { 0,  1 ,  1 ,  0 ,  0 , -1 } ;
static int Reset_Exit1IR[]      = { 0,  1 ,  1 ,  0 ,  1 , -1 } ;
static int Reset_PauseIR[]      = { 0,  1 ,  1 ,  0 ,  1 ,  0 , -1 } ;
static int Reset_Exit2IR[]      = { 0,  1 ,  1 ,  0 ,  1 ,  0 ,  1 , -1 };
static int Reset_UpdateIR[]     = { 0,  1 ,  1 ,  0 ,  1 ,  1 , -1 } ;

static int Idle_Reset[]         = { 1,  1 ,  1 , -1 } ;
static int Idle_Idle[]          = { 0, -1 } ;
static int Idle_SelectDR[]      = { 1, -1 } ;
static int Idle_CaptureDR[]     = { 1,  0 , -1 } ;
static int Idle_ShiftDR[]       = { 1,  0 ,  0 , -1 } ;
static int Idle_Exit1DR[]       = { 1,  0 ,  1 , -1 } ;
static int Idle_PauseDR[]       = { 1,  0 ,  1 ,  0 , -1 } ;
static int Idle_Exit2DR[]       = { 1,  0 ,  1 ,  0 ,  1 , -1 } ;
static int Idle_UpdateDR[]      = { 1,  0 ,  1 ,  1 , -1 } ;
static int Idle_SelectIR[]      = { 1,  1 , -1 } ;
static int Idle_CaptureIR[]     = { 1,  1 ,  0 , -1 } ;
static int Idle_ShiftIR[]       = { 1,  1 ,  0 ,  0 , -1 } ;
static int Idle_Exit1IR[]       = { 1,  1 ,  0 ,  1 , -1 } ;
static int Idle_PauseIR[]       = { 1,  1 ,  0 ,  1 ,  0 , -1 } ;
static int Idle_Exit2IR[]       = { 1,  1 ,  0 ,  1 ,  0 ,  1 , -1 } ;
static int Idle_UpdateIR[]      = { 1,  1 ,  0 ,  1 ,  1 , -1 } ;
```

FIG. 8a

```
static int SelectDR_Reset[]       = { 1,  1 , -1 } ;
static int SelectDR_Idle[]        = { 0,  1 ,  1 ,  0 , -1 } ;
static int SelectDR_SelectDR[]    = { 0,  1 ,  1 ,  1 , -1 } ;
static int SelectDR_CaptureDR[]   = { 0, -1 } ;
static int SelectDR_ShiftDR[]     = { 0,  0 , -1 } ;
static int SelectDR_Exit1DR[]     = { 0,  1 , -1 } ;
static int SelectDR_PauseDR[]     = { 0,  1 ,  0 , -1 } ;
static int SelectDR_Exit2DR[]     = { 0,  1 ,  0 ,  1 , -1 } ;
static int SelectDR_UpdateDR[]    = { 0,  1 ,  1 , -1 } ;
static int SelectDR_SelectIR[]    = { 1, -1 } ;
static int SelectDR_CaptureIR[]   = { 1,  0 , -1 } ;
static int SelectDR_ShiftIR[]     = { 1,  0 ,  0 , -1 } ;
static int SelectDR_Exit1IR[]     = { 1,  0 ,  1 , -1 } ;
static int SelectDR_PauseIR[]     = { 1,  0 ,  1 ,  0 , -1 } ;
static int SelectDR_Exit2IR[]     = { 1,  0 ,  1 ,  0 ,  1 , -1 } ;
static int SelectDR_UpdateIR[]    = { 1,  0 ,  1 ,  1 , -1 } ;

static int CaptureDR_Reset[]      = { 1,  1 ,  1 ,  1 ,  1 , -1 } ;
static int CaptureDR_Idle[]       = { 1,  1 ,  0 , -1 } ;
static int CaptureDR_SelectDR[]   = { 1,  1 ,  1 , -1 } ;
static int CaptureDR_CaptureDR[]  = { 1,  1 ,  1 ,  0 , -1 } ;
static int CaptureDR_ShiftDR[]    = { 0, -1 } ;
static int CaptureDR_Exit1DR[]    = { 1, -1 } ;
static int CaptureDR_PauseDR[]    = { 1,  0 , -1 } ;
static int CaptureDR_Exit2DR[]    = { 1,  0 ,  1 , -1 } ;
static int CaptureDR_UpdateDR[]   = { 1,  1 , -1 } ;
static int CaptureDR_SelectIR[]   = { 1,  1 ,  1 ,  1 , -1 } ;
static int CaptureDR_CaptureIR[]  = { 1,  1 ,  1 ,  1 ,  0 , -1 } ;
static int CaptureDR_ShiftIR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  0 , -1 } ;
static int CaptureDR_Exit1IR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 , -1 } ;
static int CaptureDR_PauseIR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  0 , -1 };
static int CaptureDR_Exit2IR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  0 ,  1 ,-1};
static int CaptureDR_UpdateIR[]   = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  1 , -1 };
```

FIG. 8b

```
static int ShiftDR_Reset[]      = { 1,  1 ,  1 ,  1 ,  1 , -1 } ;
static int ShiftDR_Idle[]       = { 1,  1 ,  0 , -1 } ;
static int ShiftDR_SelectDR[]   = { 1,  1 ,  1 , -1 } ;
static int ShiftDR_CaptureDR[]  = { 1,  1 ,  1 ,  0 , -1 } ;
static int ShiftDR_ShiftDR[]    = { 0, -1 } ;
static int ShiftDR_Exit1DR[]    = { 1, -1 } ;
static int ShiftDR_PauseDR[]    = { 1,  0 , -1 } ;
static int ShiftDR_Exit2DR[]    = { 1,  0 ,  1 , -1 } ;
static int ShiftDR_UpdateDR[]   = { 1,  1 , -1 } ;
static int ShiftDR_SelectIR[]   = { 1,  1 ,  1 ,  1 , -1 } ;
static int ShiftDR_CaptureIR[]  = { 1,  1 ,  1 ,  1 ,  0 , -1 } ;
static int ShiftDR_ShiftIR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  0 , -1 } ;
static int ShiftDR_Exit1IR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 , -1 } ;
static int ShiftDR_PauseIR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  0 , -1 };
static int ShiftDR_Exit2IR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  0 ,  1 ,-1};
static int ShiftDR_UpdateIR[]   = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  1 , -1 };

static int Exit1DR_Reset[]      = { 1,  1 ,  1 ,  1 , -1 } ;
static int Exit1DR_Idle[]       = { 1,  0 , -1 } ;
static int Exit1DR_SelectDR[]   = { 1,  1 , -1 } ;
static int Exit1DR_CaptureDR[]  = { 1,  1 ,  0 , -1 } ;
static int Exit1DR_ShiftDR[]    = { 0,  1 ,  0 , -1 } ;
static int Exit1DR_Exit1DR[]    = { 0,  1 ,  0 ,  1 , -1 } ;
static int Exit1DR_PauseDR[]    = { 0, -1 } ;
static int Exit1DR_Exit2DR[]    = { 0,  1 , -1 } ;
static int Exit1DR_UpdateDR[]   = { 1, -1 } ;
static int Exit1DR_SelectIR[]   = { 1,  1 ,  1 , -1 } ;
static int Exit1DR_CaptureIR[]  = { 1,  1 ,  1 ,  0 , -1 } ;
static int Exit1DR_ShiftIR[]    = { 1,  1 ,  1 ,  0 ,  0 , -1 } ;
static int Exit1DR_Exit1IR[]    = { 1,  1 ,  1 ,  0 ,  1 , -1 } ;
static int Exit1DR_PauseIR[]    = { 1,  1 ,  1 ,  0 ,  1 ,  0 } ;
static int Exit1DR_Exit2IR[]    = { 1,  1 ,  1 ,  0 ,  1 ,  0 ,  1 , -1 };
static int Exit1DR_UpdateIR[]   = { 1,  1 ,  1 ,  0 ,  1 ,  1 , -1 } ;
```

FIG. 8c

```
static int PauseDR_Reset[]      = { 1,  1 ,  1 ,  1 ,  1 , -1 } ;
static int PauseDR_Idle[]       = { 1,  1 ,  0 , -1 } ;
static int PauseDR_SelectDR[]   = { 1,  1 ,  1 , -1 } ;
static int PauseDR_CaptureDR[]  = { 1,  1 ,  1 ,  0 , -1 } ;
static int PauseDR_ShiftDR[]    = { 1,  0 , -1 } ;
static int PauseDR_Exit1DR[]    = { 1,  0 ,  1 , -1 } ;
static int PauseDR_PauseDR[]    = { 0, -1 } ;
static int PauseDR_Exit2DR[]    = { 1, -1 } ;
static int PauseDR_UpdateDR[]   = { 1,  1 ,  1 ,  0 ,  1 ,  1 , -1 } ;
static int PauseDR_SelectIR[]   = { 1,  1 ,  1 ,  1 , -1 } ;
static int PauseDR_CaptureIR[]  = { 1,  1 ,  1 ,  1 ,  0 , -1 } ;
static int PauseDR_ShiftIR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  0 , -1 } ;
static int PauseDR_Exit1IR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 , -1 } ;
static int PauseDR_PauseIR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  0 , -1 };
static int PauseDR_Exit2IR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  0 ,  1 ,-1};
static int PauseDR_UpdateIR[]   = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  1 , -1 };

static int Exit2DR_Reset[]      = { 1,  1 ,  1 ,  1 , -1 } ;
static int Exit2DR_Idle[]       = { 1,  0 , -1 } ;
static int Exit2DR_SelectDR[]   = { 1,  1 , -1 } ;
static int Exit2DR_CaptureDR[]  = { 1,  1 ,  0 , -1 } ;
static int Exit2DR_ShiftDR[]    = { 0, -1 } ;
static int Exit2DR_Exit1DR[]    = { 0,  1 , -1 } ;
static int Exit2DR_PauseDR[]    = { 0,  1 ,  0 , -1 } ;
static int Exit2DR_Exit2DR[]    = { 0,  1 ,  0 ,  1 , -1 } ;
static int Exit2DR_UpdateDR[]   = { 1,  1 ,  0 ,  1 ,  1 , -1 } ;
static int Exit2DR_SelectIR[]   = { 1,  1 ,  1 , -1 } ;
static int Exit2DR_CaptureIR[]  = { 1,  1 ,  1 ,  0 , -1 } ;
static int Exit2DR_ShiftIR[]    = { 1,  1 ,  1 ,  0 ,  0 , -1 } ;
static int Exit2DR_Exit1IR[]    = { 1,  1 ,  1 ,  0 ,  1 , -1 } ;
static int Exit2DR_PauseIR[]    = { 1,  1 ,  1 ,  0 ,  1 ,  0 , -1 } ;
static int Exit2DR_Exit2IR[]    = { 1,  1 ,  1 ,  0 ,  1 ,  0 ,  1 , -1 };
static int Exit2DR_UpdateIR[]   = { 1,  1 ,  1 ,  0 ,  1 ,  1 , -1 } ;
```

FIG. 8d

```
static int UpdateDR_Reset[]      = { 1,  1 ,  1 , -1 } ;
static int UpdateDR_Idle[]       = { 0, -1 } ;
static int UpdateDR_SelectDR[]   = { 1, -1 } ;
static int UpdateDR_CaptureDR[]  = { 1,  0 , -1 } ;
static int UpdateDR_ShiftDR[]    = { 1,  0 ,  0 , -1 } ;
static int UpdateDR_Exit1DR[]    = { 1,  0 ,  1 , -1 } ;
static int UpdateDR_PauseDR[]    = { 1,  0 ,  1 ,  0 , -1 } ;
static int UpdateDR_Exit2DR[]    = { 1,  0 ,  1 ,  0 ,  1 , -1 } ;
static int UpdateDR_UpdateDR[]   = { 1,  0 ,  1 ,  1 , -1 } ;
static int UpdateDR_SelectIR[]   = { 1,  1 , -1 } ;
static int UpdateDR_CaptureIR[]  = { 1,  1 ,  0 , -1 } ;
static int UpdateDR_ShiftIR[]    = { 1,  1 ,  0 ,  0 , -1 } ;
static int UpdateDR_Exit1IR[]    = { 1,  1 ,  0 ,  1 , -1 } ;
static int UpdateDR_PauseIR[]    = { 1,  1 ,  0 ,  1 ,  0 , -1 } ;
static int UpdateDR_Exit2IR[]    = { 1,  1 ,  0 ,  1 ,  0 ,  1 , -1 } ;
static int UpdateDR_UpdateIR[]   = { 1,  1 ,  0 ,  1 ,  1 , -1 } ;

static int SelectIR_Reset[]      = { 1, -1 } ;
static int SelectIR_Idle[]       = { 0,  1 ,  1 ,  0 , -1 } ;
static int SelectIR_SelectDR[]   = { 0,  1 ,  1 ,  1 , -1 } ;
static int SelectIR_CaptureDR[]  = { 0,  1 ,  1 ,  1 ,  0 , -1 } ;
static int SelectIR_ShiftDR[]    = { 0,  1 ,  1 ,  1 ,  0 ,  0 , -1 } ;
static int SelectIR_Exit1DR[]    = { 0,  1 ,  1 ,  1 ,  0 ,  1 , -1 } ;
static int SelectIR_PauseDR[]    = { 0,  1 ,  1 ,  1 ,  0 ,  1 ,  0 , -1 };
static int SelectIR_Exit2DR[]    = { 0,  1 ,  1 ,  1 ,  0 ,  1 ,  0 ,  1 ,-1};
static int SelectIR_UpdateDR[]   = { 0,  1 ,  1 ,  1 ,  0 ,  1 ,  1 , -1 };
static int SelectIR_SelectIR[]   = { 0,  1 ,  1 ,  1 ,  1 , -1 } ;
static int SelectIR_CaptureIR[]  = { 0,  1 ,  1 ,  1 ,  1 ,  0 , -1 } ;
static int SelectIR_ShiftIR[]    = { 0,  1 ,  1 ,  1 ,  1 ,  0 ,  0 , -1 };
static int SelectIR_Exit1IR[]    = { 0,  1 ,  1 ,  1 ,  1 ,  0 ,  1 , -1 };
static int SelectIR_PauseIR[]    = { 0,  1 ,  1 ,  1 ,  1 ,  0 ,  1 ,  0 ,-1};
static int SelectIR_Exit2IR[]    = { 0,  1 ,  1 ,  1 ,  1 ,  0 ,  1 ,  0 , 1,-1};
static int SelectIR_UpdateIR[]   = { 0,  1 ,  1 ,  1 ,  1 ,  0 ,  1 ,  1 ,-1};
```

FIG. 8e

```
static int CaptureIR_Reset[]      = { 1,  1 ,  1 ,  1 ,  1 , -1 } ;
static int CaptureIR_Idle[]       = { 1,  1 ,  0 , -1 } ;
static int CaptureIR_SelectDR[]   = { 1,  1 ,  1 , -1 } ;
static int CaptureIR_CaptureDR[]  = { 1,  1 ,  1 ,  0 , -1 } ;
static int CaptureIR_ShiftDR[]    = { 1,  1 ,  1 ,  0 ,  0 , -1 } ;
static int CaptureIR_Exit1DR[]    = { 1,  1 ,  1 ,  0 ,  1 , -1 } ;
static int CaptureIR_PauseDR[]    = { 1,  1 ,  1 ,  0 ,  1 ,  0 , -1 } ;
static int CaptureIR_Exit2DR[]    = { 1,  1 ,  1 ,  0 ,  1 ,  0 ,  1 , -1 };
static int CaptureIR_UpdateDR[]   = { 1,  1 ,  1 ,  0 ,  1 ,  1 , -1 } ;
static int CaptureIR_SelectIR[]   = { 1,  1 ,  1 ,  1 , -1 } ;
static int CaptureIR_CaptureIR[]  = { 1,  1 ,  1 ,  1 ,  0 , -1 } ;
static int CaptureIR_ShiftIR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  0 , -1 } ;
static int CaptureIR_Exit1IR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 , -1 } ;
static int CaptureIR_PauseIR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  0 , -1 };
static int CaptureIR_Exit2IR[]    = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  0 ,  1 ,-1};
static int CaptureIR_UpdateIR[]   = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  1 , -1 };

static int ShiftIR_Reset[]        = { 1,  1 ,  1 ,  1 ,  1 , -1 } ;
static int ShiftIR_Idle[]         = { 1,  1 ,  0 , -1 } ;
static int ShiftIR_SelectDR[]     = { 1,  1 ,  1 , -1 } ;
static int ShiftIR_CaptureDR[]    = { 1,  1 ,  1 ,  0 , -1 } ;
static int ShiftIR_ShiftDR[]      = { 1,  1 ,  1 ,  0 ,  0 , -1 } ;
static int ShiftIR_Exit1DR[]      = { 1,  1 ,  1 ,  0 ,  1 , -1 } ;
static int ShiftIR_PauseDR[]      = { 1,  1 ,  1 ,  0 ,  1 ,  0 , -1 } ;
static int ShiftIR_Exit2DR[]      = { 1,  1 ,  1 ,  0 ,  1 ,  0 ,  1 , -1 };
static int ShiftIR_UpdateDR[]     = { 1,  1 ,  1 ,  0 ,  1 ,  1 , -1 } ;
static int ShiftIR_SelectIR[]     = { 1,  1 ,  1 ,  1 , -1 } ;
static int ShiftIR_CaptureIR[]    = { 1,  1 ,  1 ,  1 ,  0 , -1 } ;
static int ShiftIR_ShiftIR[]      = { 0, -1 } ;
static int ShiftIR_Exit1IR[]      = { 1, -1 } ;
static int ShiftIR_PauseIR[]      = { 1,  0 , -1 } ;
static int ShiftIR_Exit2IR[]      = { 1,  0 ,  1 , -1 } ;
static int ShiftIR_UpdateIR[]     = { 1,  1 ,  1 ,  1 ,  0 ,  1 ,  1 , -1 };
```

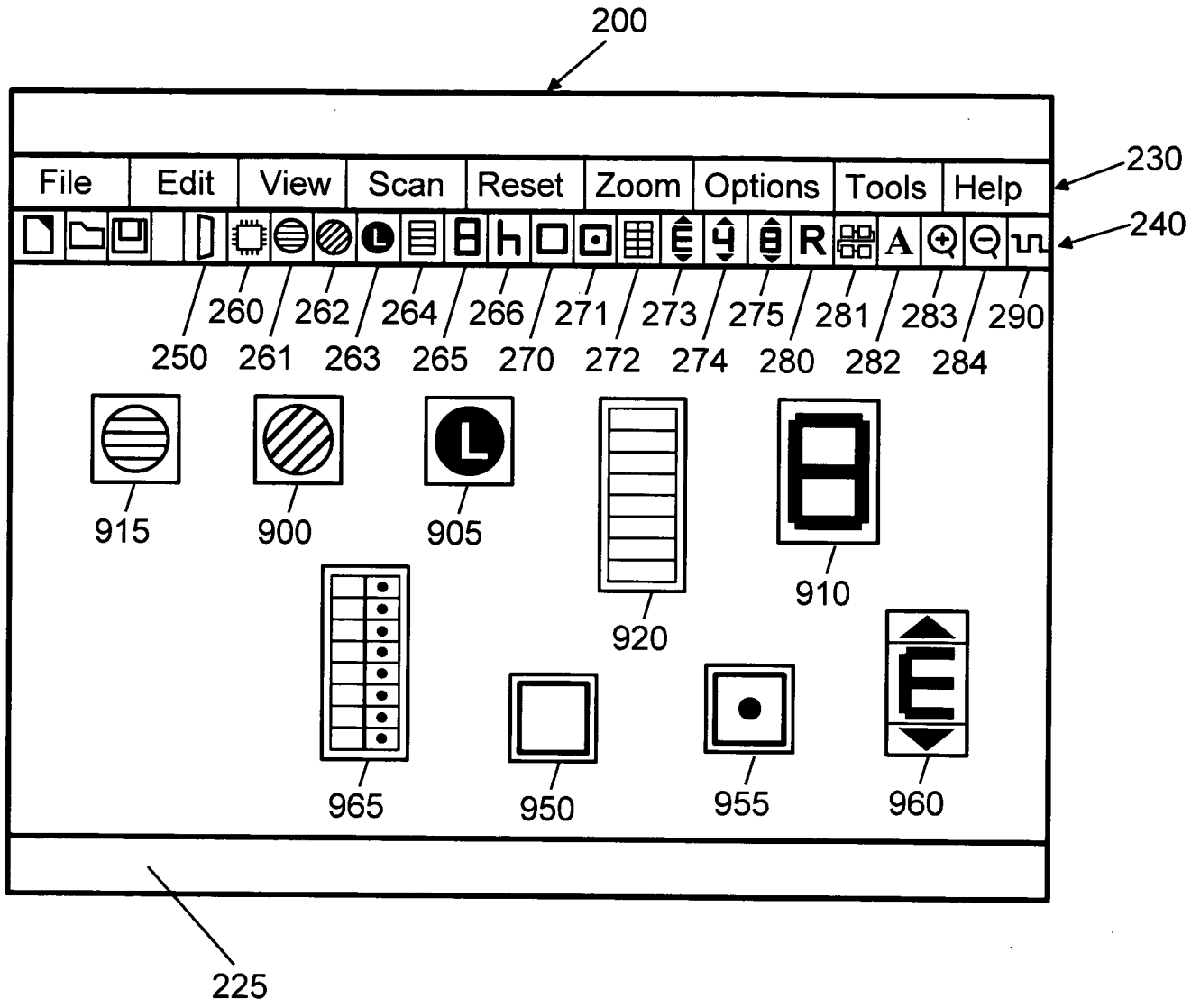
FIG. 8f

```
static int Exit1IR_Reset[]      = { 1,  1 ,  1 ,  1 , -1 } ;
static int Exit1IR_Idle[]       = { 1,  0 , -1 } ;
static int Exit1IR_SelectDR[]   = { 1,  1 , -1 } ;
static int Exit1IR_CaptureDR[]  = { 1,  1 ,  0 , -1 } ;
static int Exit1IR_ShiftDR[]    = { 1,  1 ,  0 ,  0 , -1 } ;
static int Exit1IR_Exit1DR[]    = { 1,  1 ,  0 ,  1 , -1 } ;
static int Exit1IR_PauseDR[]    = { 1,  1 ,  0 ,  1 ,  0 , -1 } ;
static int Exit1IR_Exit2DR[]    = { 1,  1 ,  0 ,  1 ,  0 ,  1 , -1 } ;
static int Exit1IR_UpdateDR[]   = { 1,  1 ,  0 ,  1 ,  1 , -1 } ;
static int Exit1IR_SelectIR[]   = { 1,  1 ,  1 , -1 } ;
static int Exit1IR_CaptureIR[]  = { 1,  1 ,  1 ,  0 , -1 } ;
static int Exit1IR_ShiftIR[]    = { 0,  1 ,  0 , -1 } ;
static int Exit1IR_Exit1IR[]    = { 0,  1 ,  0 ,  1 , -1 } ;
static int Exit1IR_PauseIR[]    = { 0, -1 } ;
static int Exit1IR_Exit2IR[]    = { 0,  1 , -1 } ;
static int Exit1IR_UpdateIR[]   = { 1, -1 } ;

static int PauseIR_Reset[]      = { 1,  1 ,  1 ,  1 ,  1 , -1 } ;
static int PauseIR_Idle[]       = { 1,  1 ,  0 , -1 } ;
static int PauseIR_SelectDR[]   = { 1,  1 ,  1 , -1 } ;
static int PauseIR_CaptureDR[]  = { 1,  1 ,  1 ,  0 , -1 } ;
static int PauseIR_ShiftDR[]    = { 1,  1 ,  1 ,  0 ,  0 , -1 } ;
static int PauseIR_Exit1DR[]    = { 1,  1 ,  1 ,  0 ,  1 , -1 } ;
static int PauseIR_PauseDR[]    = { 1,  1 ,  1 ,  0 ,  1 ,  0 , -1 } ;
static int PauseIR_Exit2DR[]    = { 1,  1 ,  1 ,  0 ,  1 ,  0 ,  1 , -1 };
static int PauseIR_UpdateDR[]   = { 1,  1 ,  1 ,  0 ,  1 ,  1 , -1 } ;
static int PauseIR_SelectIR[]   = { 1,  1 ,  1 ,  1 , -1 } ;
static int PauseIR_CaptureIR[]  = { 1,  1 ,  1 ,  1 ,  0 , -1 } ;
static int PauseIR_ShiftIR[]    = { 1,  0 , -1 } ;
static int PauseIR_Exit1IR[]    = { 1,  0 ,  1 , -1 } ;
static int PauseIR_PauseIR[]    = { 0, -1 } ;
static int PauseIR_Exit2IR[]    = { 1, -1 } ;
static int PauseIR_UpdateIR[]   = { 1,  1 , -1 } ;
```

FIG. 8g

```
static int Exit2IR_Reset[]      = { 1,  1 ,  1 ,  1 , -1 } ;
static int Exit2IR_Idle[]       = { 1,  0 , -1 } ;
static int Exit2IR_SelectDR[]   = { 1,  1 , -1 } ;
static int Exit2IR_CaptureDR[]  = { 1,  1 ,  0 , -1 } ;
static int Exit2IR_ShiftDR[]    = { 1,  1 ,  0 ,  0 , -1 } ;
static int Exit2IR_Exit1DR[]    = { 1,  1 ,  0 ,  1 , -1 } ;
static int Exit2IR_PauseDR[]    = { 1,  1 ,  0 ,  1 ,  0 , -1 } ;
static int Exit2IR_Exit2DR[]    = { 1,  1 ,  0 ,  1 ,  0 ,  1 , -1 } ;
static int Exit2IR_UpdateDR[]   = { 1,  1 ,  0 ,  1 ,  1 , -1 } ;
static int Exit2IR_SelectIR[]   = { 1,  1 ,  1 , -1 } ;
static int Exit2IR_CaptureIR[]  = { 1,  1 ,  1 ,  0 , -1 } ;
static int Exit2IR_ShiftIR[]    = { 0, -1 } ;
static int Exit2IR_Exit1IR[]    = { 0,  1 , -1 } ;
static int Exit2IR_PauseIR[]    = { 0,  1 ,  0 , -1 } ;
static int Exit2IR_Exit2IR[]    = { 0,  1 ,  0 ,  1 , -1 } ;
static int Exit2IR_UpdateIR[]   = { 1, -1 } ;


static int UpdateIR_Reset[]     = { 1,  1 ,  1 , -1 } ;
static int UpdateIR_Idle[]      = { 0, -1 } ;
static int UpdateIR_SelectDR[]  = { 1, -1 } ;
static int UpdateIR_CaptureDR[] = { 1,  0 , -1 } ;
static int UpdateIR_ShiftDR[]   = { 1,  0 ,  0 , -1 } ;
static int UpdateIR_Exit1DR[]   = { 1,  0 ,  1 , -1 } ;
static int UpdateIR_PauseDR[]   = { 1,  0 ,  1 ,  0 } ;
static int UpdateIR_Exit2DR[]   = { 1,  0 ,  1 ,  0 ,  1 , -1 } ;
static int UpdateIR_UpdateDR[]  = { 1,  0 ,  1 ,  1 , -1 } ;
static int UpdateIR_SelectIR[]  = { 1,  1 , -1 } ;
static int UpdateIR_CaptureIR[] = { 1,  1 ,  0 , -1 } ;
static int UpdateIR_ShiftIR[]   = { 1,  1 ,  0 ,  0 , -1 } ;
static int UpdateIR_Exit1IR[]   = { 1,  1 ,  0 ,  1 , -1 } ;
static int UpdateIR_PauseIR[]   = { 1,  1 ,  0 ,  1 ,  0 , -1 } ;
static int UpdateIR_Exit2IR[]   = { 1,  1 ,  0 ,  1 ,  0 ,  1 , -1 } ;
static int UpdateIR_UpdateIR[]  = { 1,  1 ,  0 ,  1 ,  1 , -1 } ;
```

FIG. 8h


200
File
Edit
View
Scan
Reset
Zoom
Options
Tools
Help
230
240
250
260
261
262
263
264
265
266
270
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915
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965
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960
225

FIG. 9